**Expt. No. 4 LCD INTERFACING**

#include <LPC21xx.H>

#include<board.h>

void lcdcmd(unsigned int);

void lcddata(unsigned int);

void delay\_lcd(void);

void DisplayLCD(char \*str, int len);

int main(void)

{

\*IODIR1=0X00FF0000;

\*IODIR0=0x30000000;

lcdcmd(0x38);

lcdcmd(0x0e);

lcdcmd(0x01);

lcdcmd(0x06);

lcdcmd(0x84);

DisplayLCD("RAM", 3);

while(1);

}

void lcdcmd(unsigned int cmddata)

{

\*IOCLR1=0X00FF0000;

\*IOCLR0=0x10000000;

cmddata = cmddata << 16;

\*IOSET1=cmddata;

\*IOCLR0=0x20000000;

delay\_lcd();

\*IOSET0=0x20000000;

delay\_lcd();

return;

}

void DisplayLCD(char \*str, int len)

{

while(len-- != 0)

{

lcddata(\*str);

str++;

}

}

void lcddata(unsigned int outdata)

{

\*IOCLR1=0x00FF0000;

\*IOSET0=0x10000000;

outdata = outdata << 16;

\*IOSET1=outdata;

\*IOSET0=0x20000000;

delay\_lcd();

\*IOCLR0=0x20000000;

delay\_lcd();

return;

}

void delay\_lcd(void)

{

int j;

for (j=0;j<500;j++);

return;

}